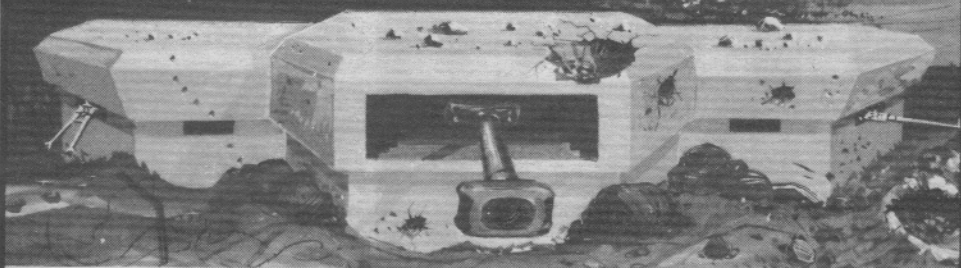# IDEAL

TANK COMMAND

For two players who have the courage and military genius to hit and destroy their enemy.

Enemy tanks have been spotted. As Tank Commander, you have four tanks and ten shells with varied explosive power at your command... but, so does the enemy. You must decide on each attack whether to fire your heavy artillery or light artillery. The Commander firing the more powerful shell wins the attack and forces the enemy tanks back over the land mines where they can be destroyed. Military strategy, knowing just when to fire your heavy shells, is your most valuable weapon. You must destroy the enemy's tanks before they destroy you. Victory or defeat . . . what will it be for you?

OBJECT OF THE GAME

To use military strategy to destroy all four of your enemy's tanks before he wipes-out your Tank Command.
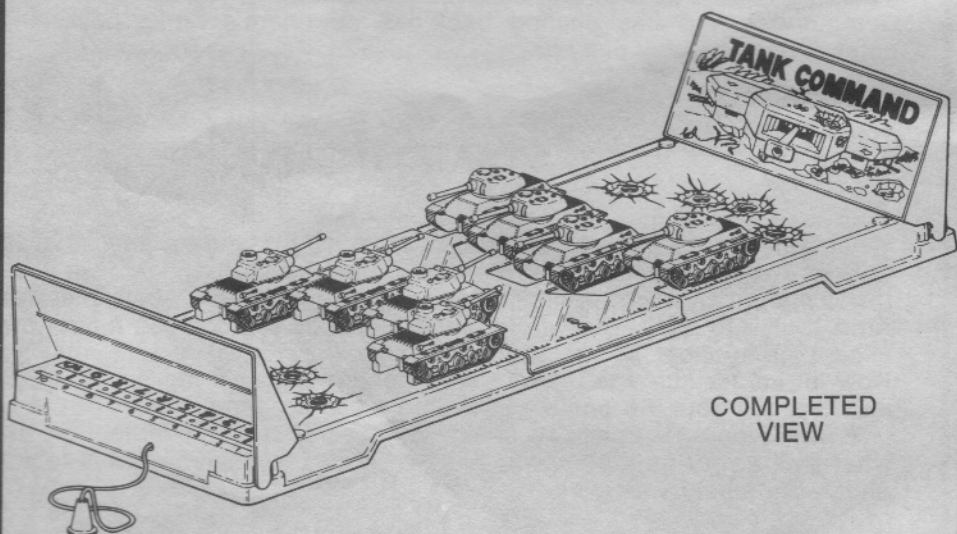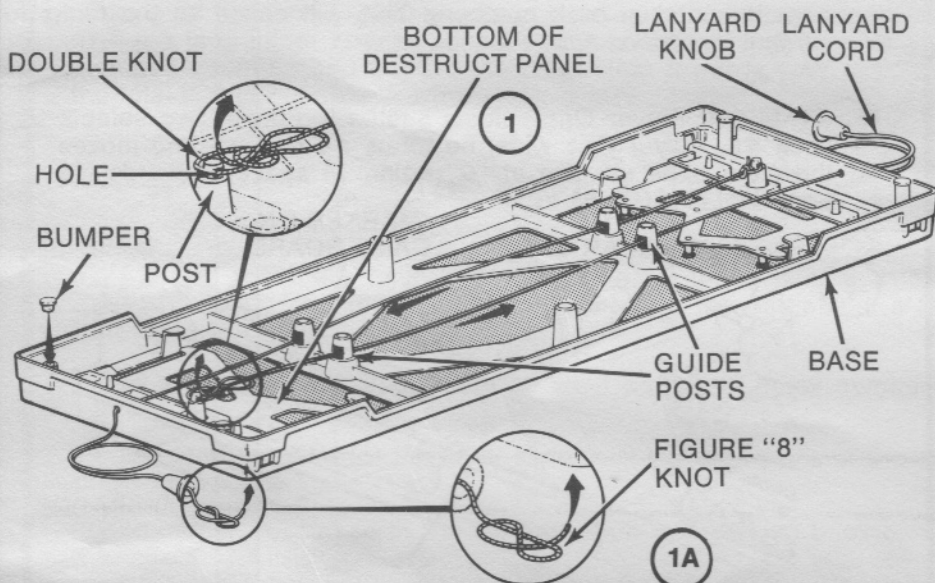
COMPLETED VIEW

MATERIALS

Base • Fire Control Panels • Indicators • Shell Pegs • Tank Bodies Tank Turrets • Clear Slide • Bumpers • Lanyard Cords • Lanyard Knobs • Label Strip

Part No. 2L-0683

PREPARATIONS

1. Turn the game bottom side up and place the bumpers into each of the four base corner posts. **(DIAGRAM #1).**

DOUBLE KNOT

BOTTOM OF
DESTRUCT PANEL

LANYARD
KNOB

LANYARD
CORD

HOLE

1

BUMPER

POST

GUIDE
POSTS

BASE

FIGURE "8"
KNOT

1A

2. Push lanyard cord through hole in the post on the destruct panel. Loop it and tie a double knot securely. Pass the other end of the lanyard cord through the hole in each of the two guide posts. Then, through the hole at the opposite end of the base. Pass the cord through the hole in the lanyard knob and make a double knot so that it cannot pull back through the hole. Tie knots as close as possible to the end of the cord **(DIAGRAM #1A).** Repeat these steps for the other lanyard.

3. With game bottom still facing up, take one fire control panel with tab pins pointing down. <u>Gently</u> flex both tabs over and into the holes on each side of the base **(DIAGRAM #2).** Repeat for other fire control panel.

FLEX

FIRE CONTROL PANEL
(Insert Position)

LANYARD
CORD

SLOT

2

PIN   TAB
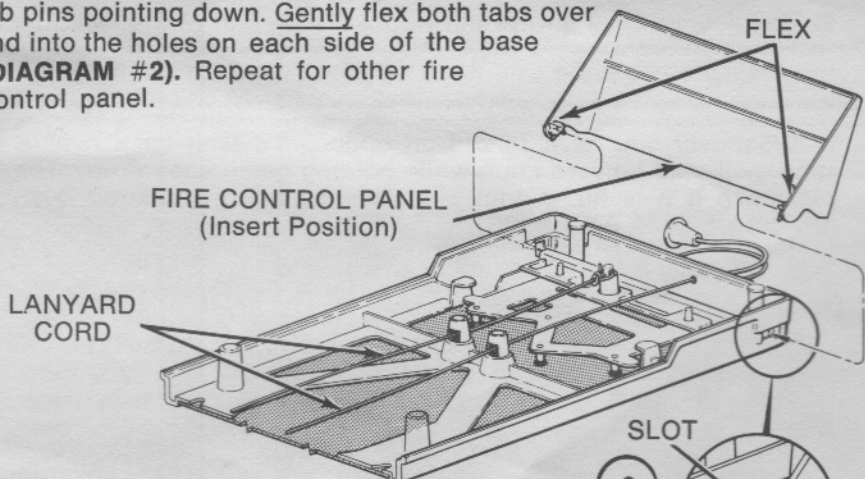
Turn the game base over with playing field up. Raise both fire control panels to upright position.

TANK COMMAND

2A

MARKER ON
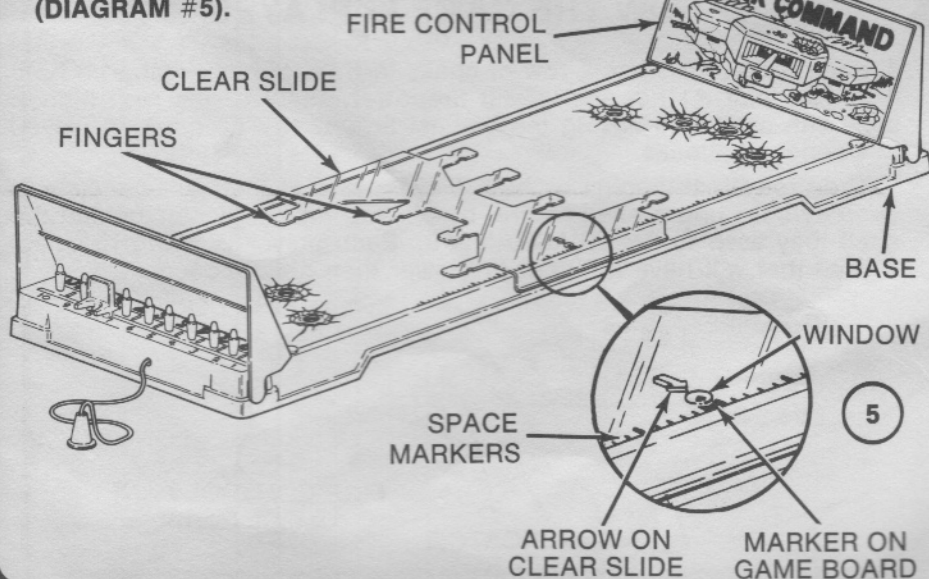GAME BOARD

FIRE CONTROL PANEL
(Upright Position)
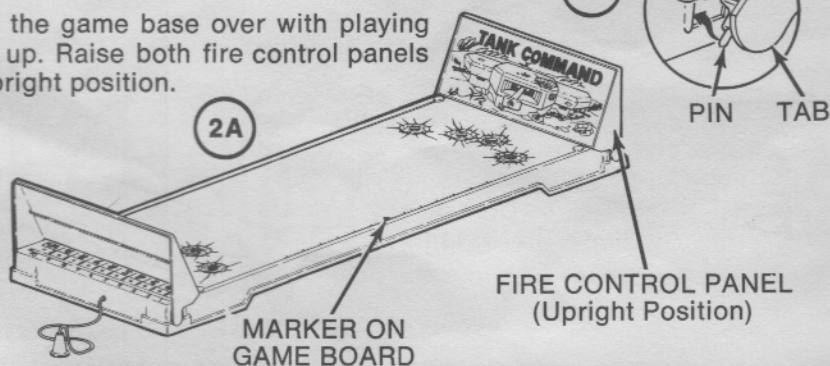
4. Place colored labels into the recesses on the indicators **(DIAGRAM #3A)**. Place the blue indicator into long groove on side with blue numbers. Place the red indicator into long groove on side with red numbers. **(DIAGRAM #3B)**.

3A

3B

LABEL

INDICATOR

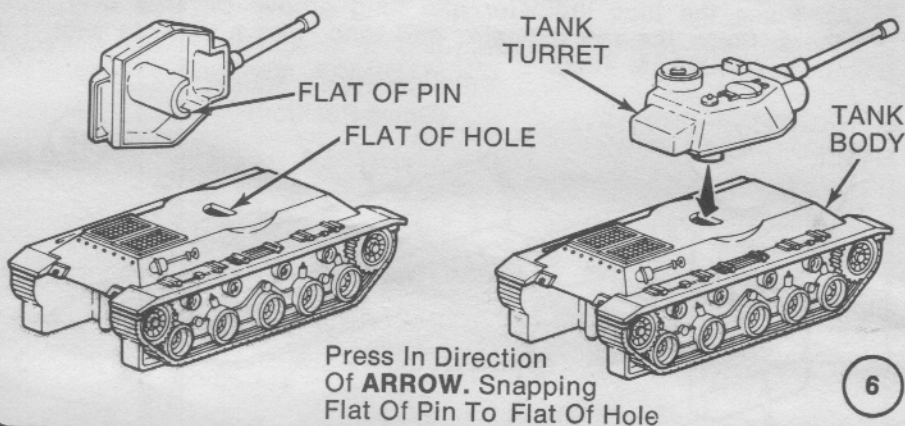FIRE CONTROL PANEL
(Down Position)

INSERT

LONG GROVE
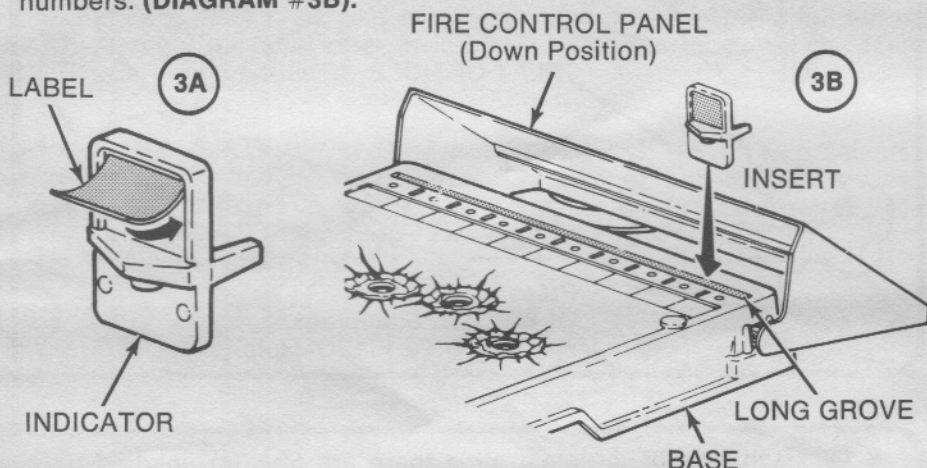
BASE

5. Remove the shell pegs from plastic rods and remove any sharp edges. Discard plastic rods. Place shell pegs into the holes numbered 1 to 10 on both ends of the base **(DIAGRAM #4)**. Spare shell pegs are provided. Put fire control panel in an upright position **(DIAGRAM #2A)**.

INDICATOR

SHELL PEG

4

BASE

FIRE CONTROL PANEL
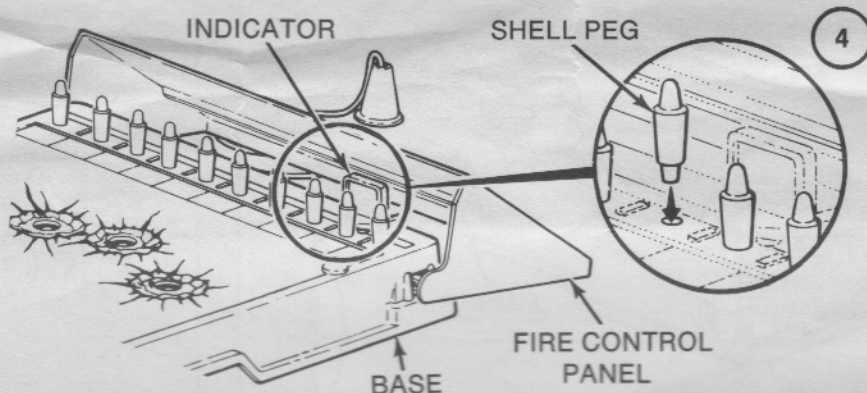
6. Place the clear slide over the game base making sure that the arrow on the clear slide lines up with the pointer on the playing field. This is called "0" point **(DIAGRAM #5)**.

TANK COMMAND

FIRE CONTROL PANEL

CLEAR SLIDE

FINGERS

BASE

WINDOW

SPACE MARKERS

5

ARROW ON CLEAR SLIDE

MARKER ON GAME BOARD

7. Snap turrets into the tank bodies of the same color **(DIAGRAM #6).**

FLAT OF PIN

FLAT OF HOLE

TANK TURRET

TANK BODY

Press In Direction
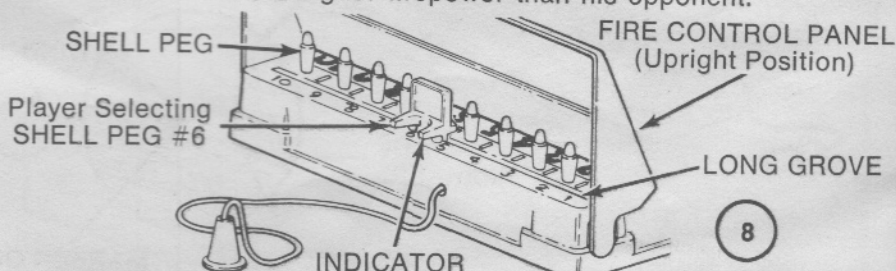Of **ARROW.** Snapping
Flat Of Pin To Flat Of Hole

6

8. On each side of the clear slide there are four (4) notched fingers. Place four (4) matching tanks on each of these fingers. Have posts on front inside of tanks fit into notches on the fingers **(DIAGRAM #7).** Repeat the same for the other four (4) matching tanks on the opposite end of the clear slide.

CLEAR SLIDE

TANK BODY

FINGER

POSTS

NOTCHES

7
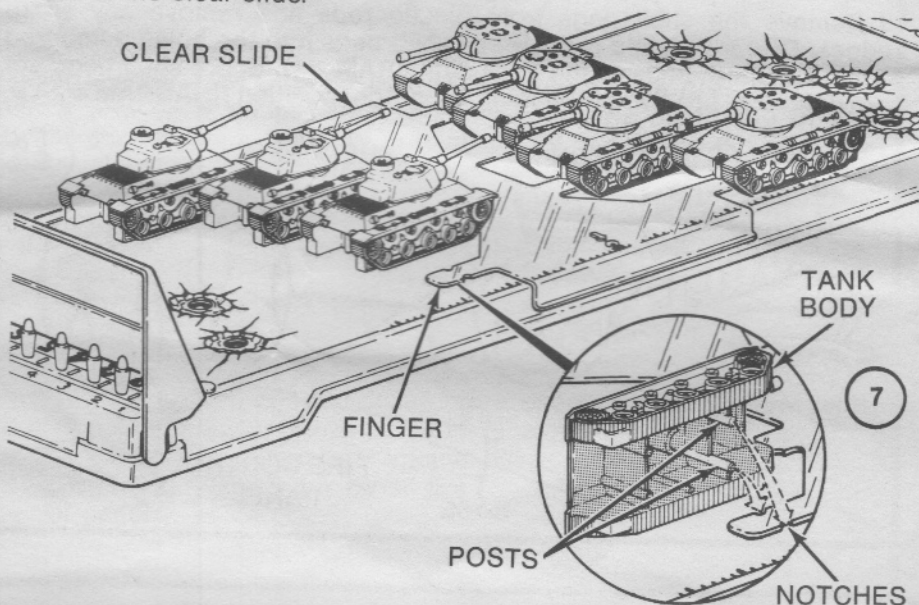
HOW THE GAME IS PLAYED

1. Each player now has a row of shells in front of him numbered from 1 to 10. Shell #1 has the lowest firepower, shell #2 the next higher, etc., with shell #10 having the highest firepower. The game is played in a series of attacks.

**2.** The first attack begins by both players raising their fire panels and secretly selecting a shell to fire, by placing their indicator behind the shell they wish to fire **(DIAGRAM #8).** Each player is trying to select a shell that will have a higher firepower than his opponent.

SHELL PEG

Player Selecting
SHELL PEG #6

FIRE CONTROL PANEL
(Upright Position)

LONG GROVE

INDICATOR

8

3. On the command, FIRE, both players lower their fire control panels. The player who selected the higher firepower shell wins the attack.

4. He totals the number of his shell fired plus the number of his opponent's shell fired, and moves the clear slide in the direction of his opponent the total of both numbers. This will cause all the tanks to move in that direction.

> **EXAMPLE:** Player One selects shell #8. Player Two selects shell #6. Player One wins, he totals #8 and #6 and moves the clear slide starting at "0" point, 14 spaces <u>towards his opponent</u> **(DIAGRAM #9).**

(9)

CLEAR SLIDE

MARKER ON GAME BOARD

BASE
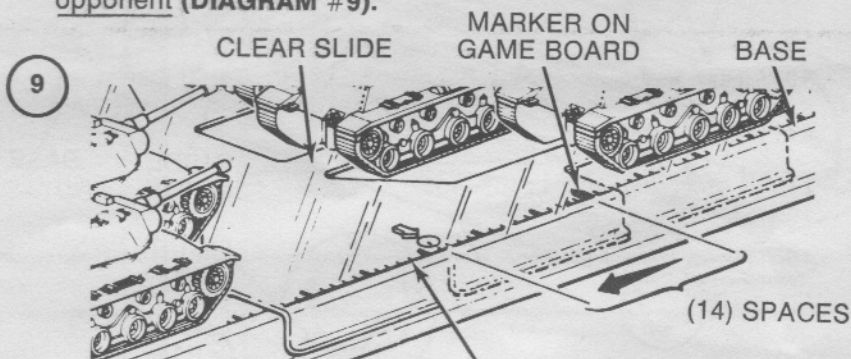
(14) SPACES

5. Each mark on the side of the battlefield represents one (1) space; the red marks are an aid in counting, they represent five (5) spaces.
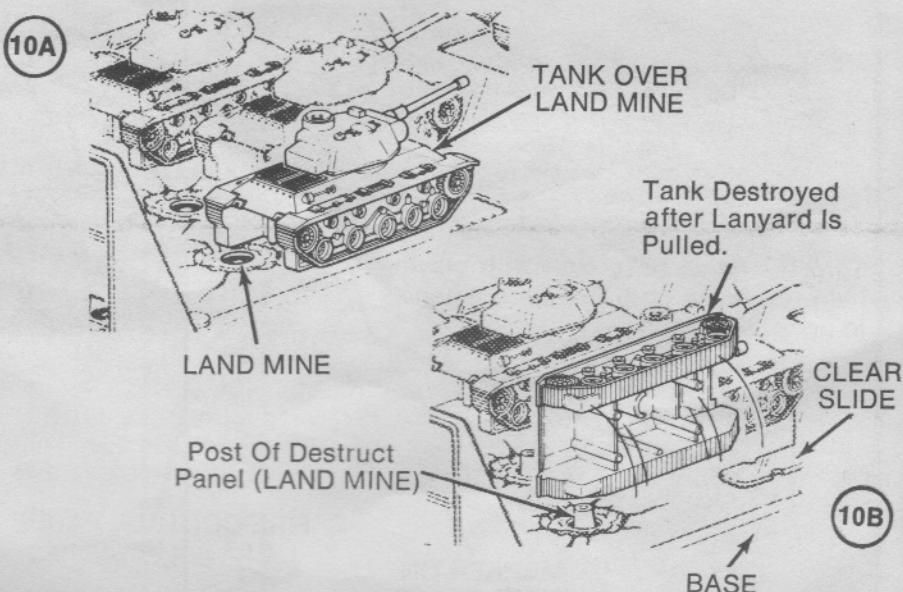
6. The fired shells are removed from the game after each attack.

7. If both players select the same numbered shell, this is a "Stand-Off". Both shells are removed from the game, but the tanks are not moved.

8. To begin the second attack, the fire control panels are raised and the same procedure is followed as in the first attack. Repeat attacks until all ten shells are fired, or all your opponent's tanks are destroyed. Any time after an attack, you can ask your opponent to reveal which of his shells have been fired.

9. The clear slide is always moved from the point of the last attack.

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10. Whenever you have forced an opponent's tank back over a land mine, pull your lanyard knob while holding game base down. The tank will move if it is hit. A tank that is moved is considered destroyed **(DIAGRAM #10A AND #10B).**

(10A)

TANK OVER LAND MINE

Tank Destroyed after Lanyard Is Pulled.

LAND MINE

CLEAR SLIDE

Post Of Destruct Panel (LAND MINE)

(10B)

BASE

11. Once a tank has been hit and destroyed, it is removed from the battlefield.

12. Any number of your opponent's tanks can be destroyed in an attack. If the spaces won by an attack would push back your opponent's tanks past the land mines, you stop the clear slide when the tank is over the land mine. Your opponent's tank is then destroyed. You then continue counting and moving the clear slide towards your opponent the total number of spaces won.

THE BATTLE

13. After all the shells have been fired, the 1st battle is over. If both Tank Commanders have one or more tanks on the battlefield, a 2nd battle begins.

14. To start the 2nd battle, place all shell pegs into holes numbered 1 to 10.

15. The starting point for the clear slide remains where it is at the end of the 1st battle.

16. Any tanks destroyed in the 1st battle are not allowed back on the battlefield.

17. All other rules for the 1st battle remain the same for the 2nd battle.

WINNING THE GAME

18. If at any time during either the 1st or 2nd battle, a Tank Commander destroys all four (4) of his opponent's tanks, he wins the game.

19. At the end of the 2nd battle, if both Tank Commanders have tanks on the battlefield, the winner is the Tank Commander who has the most tanks.

20. At the end of the 2nd battle, if both Tank Commanders have the same number of tanks on the battlefield, the winner is the Tank Commander who has pushed back his opponent's tanks past "0" point. It need be only one space.

STRATEGY

When selecting a shell to be fired, always try to select a shell that is one or two numbers higher than you think your opponent will fire. If you thought your opponent was going to fire his #2 shell and you fired your #10 shell, you would gain 12 spaces (10+2). You have now used your highest power shell and have only advanced 12 spaces. Now let us assume you thought your opponent was firing his #6 shell and you fire your #8 shell. You would advance 14 spaces (8+6) and still have your #9 and #10 shells in reserve. A good indication on what shells your opponent may fire would be the position of his tanks on the battlefield.

For instance, if you have forced his tanks back to where one or two tanks are almost over the land mines, you would assume that he would fire his high numbered shells. If he did not, you would win the attack and push his tanks over the land mines where they could be destroyed. However, a tricky opponent may fire #1 shell hoping that you would use up your #9 or #10 shell. It is very important in this game to know your opponent very well.